**A DESCRIPTION OF THE FIELD NAMES IN THE FIFA 21 DATA SET.**

* ID: The unique identifier for the player.
* HEIGHT: The height of the player in feet and inches.
* WEIGHT: The weight of the player in pounds.
* FOOT: The preferred foot of the player.
* BOV: The best overall rating the player has achieved in their career.
* BP: The best position the player has played in their career.
* GROWTH: The difference between the potential rating and overall rating of the player.
* JOINED: The date the player joined their current team in FIFA 21.
* LOAN DATE END: The date the player's loan contract ends.
* VALUE: The market value of the player in FIFA 21.
* WAGE: The weekly wage of the player in FIFA 21.
* RELEASE CLAUSE: The release clause value of the player in FIFA 21.
* ATTACKING: The attacking attributes of the player.
* CROSSING: The crossing attribute of the player.
* FINISHING: The finishing attribute of the player.
* HEADING ACCURACY: The heading accuracy attribute of the player.
* SHORT PASSING: The short passing attribute of the player.
* VOLLEYS: The volleys attribute of the player.
* SKILL: The skill attributes of the player.
* DRIBBLING: The dribbling attribute of the player.
* CURVE: The curve attribute of the player.
* FK ACCURACY: The free kick accuracy attribute of the player.
* LONG PASSING: The long passing attribute of the player.
* BALL CONTROL: The ball control attribute of the player.
* MOVEMENT: The movement attributes of the player.
* ACCELERATION: The acceleration attribute of the player.
* SPRINT SPEED: The sprint speed attribute of the player.
* AGILITY: The agility attribute of the player.
* REACTIONS: The reactions attribute of the player.
* BALANCE: The balance attribute of the player
* POWER: The power attributes of the player.
* SHOT POWER: The shot power attribute of the player.
* JUMPING: The jumping attribute of the player.
* STAMINA: The stamina attribute of the player.
* STRENGTH: The strength attribute of the player.
* LONG SHOTS: The long shots attribute of the player.
* MENTALITY: The mentality attributes of the player.
* AGGRESSION: The aggression attribute of the player.
* INTERCEPTIONS: The interceptions attribute of the player.
* POSITIONING: The positioning attribute of the player.
* VISION: The vision attribute of the player.
* PENALTIES: The penalties attribute of the player.
* COMPOSURE: The composure attribute of the player.
* DEFENDING: The defending attributes of the player.
* MARKING: The marking attribute of the player.
* STANDING TACKLE: The standing tackle attribute of the player.
* SLIDING TACKLE: The sliding tackle attribute of the player.
* GOALKEEPING: The goalkeeping attributes of the player.
* GK DIVING: The goalkeeper diving attribute of the player.
* GK HANDLING: The goalkeeper handling attribute of the player.
* GK KICKING: The goalkeeper kicking attribute of the player.
* GK POSITIONING: The goalkeeper positioning attribute of the player.
* GK REFLEXES: This refers to the goalkeeper's ability to react and make saves quickly.
* TOTAL STATS: This refers to the overall rating of the player based on their performance in all areas of the game.
* BASE STATS: This refers to the player's rating in the six main areas of the game: Pace, Shooting, Passing, Dribbling, Defending, and Physicality.
* W/F: This refers to the player's weaker foot ability.
* SM: This refers to the player's skill moves ability.